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<u>L12</u> ((cpu or host or computer) near8 (target or destination)) and ((policy or usage) near4 registration).clm.	6	<u>L12</u>
<u>L11</u> L10 and ((policy or usage) near4 registration)	1	<u>L11</u>
<u>L10</u> L9 and ((cpu or host or computer) near8 (target or destination))	245	<u>L10</u>
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<u>L6</u> (policy or usage) near4 registration	157	<u>L6</u>
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<u>L5</u> L4 and l3 and l2	34	<u>L5</u>
<u>L4</u> (cpu or host or computer) near8 (target or destination)	50393	<u>L4</u>
<u>L3</u> (policy or usage) near4 registration	645	<u>L3</u>
<u>L2</u> (cpu or host or computer) near8 ((policy or usage) near4 (information or message or repl\$4))	1752	<u>L2</u>
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**1** [Fast detection of communication patterns in distributed executions](#)

Thomas Kunz, Michiel F. H. Seuren

 November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on**  
**Publisher:** IBM Press

 Full text available:  [pdf\(4.21 MB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [index term](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we present is an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and difficult to interpret. We provide the user with the desired overview of the application. In our experience, such tools dispel the notion that distributed systems are difficult to understand.

**2** [Link and channel measurement: A simple mechanism for capturing and replaying wireless traffic](#)

 Glenn Judd, Peter Steenkiste

 August 2005 **Proceeding of the 2005 ACM SIGCOMM workshop on Experimental approaches to the design and analysis E-WIND '05**
**Publisher:** ACM Press

 Full text available:  [pdf\(6.06 MB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [index term](#)

Physical layer wireless network emulation has the potential to be a powerful experimental tool. The goal of physical emulation, and traditional simulation, is to accurately model the wireless channel. In this paper, we present a new approach to physical layer emulation. The key idea is to use on-card signal strength measurements to capture wireless channel traces. This approach is the simplicity and ubiquity with which these measurements can be obtained since most modern devices provide the required functionality.

**Keywords:** channel capture, emulation, wireless

**3** [Design and implementation of a portable and adaptable load balancing framework](#)

Erik Putrycz

 October 2003 **Proceedings of the 2003 conference of the Centre for Advanced Studies on**
**Publisher:** IBM Press

 Full text available:  [pdf\(902.69 KB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [index term](#)

Scaling applications to large networks and an increasing number of users has been a challenge for many years. Today, well known technologies exist to scale applications to local networks but scaling to large networks is still a challenge. Load balancing at the middleware level allows more flexibility (in terms of distribution) than existing solutions based at lower system levels. However, it requires an efficient mechanism to be integrated into the system.

**4** [The design and performance of a real-time CORBA event service](#)

 Timothy H. Harrison, David L. Levine, Douglas C. Schmidt

 October 1997 **ACM SIGPLAN Notices**, Proceedings of the 12th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications OOPSLA '97, Volume 32 Issue 10

**Publisher:** ACM Press

Full text available:  pdf(2.86 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index term](#)

The CORBA Event Service provides a flexible model for asynchronous communication among objects. The standard CORBA Event Service specification lacks important features required by real-time applications. Applications for fighter aircraft have complex real-time processing requirements. The design and performance of an object-oriented, real-time implementation of the CORBA Event Service meet these requirements. This paper ...

**5 Operating systems for sensor networks: Design and implementation of a single system image for ad hoc networks**

 Hongzhou Liu, Tom Roeder, Kevin Walsh, Rimon Barr, Emin Gün Sirer

June 2005 **Proceedings of the 3rd international conference on Mobile systems, applications and services (MobiSys '05)**

**Publisher:** ACM Press

Full text available:  pdf(261.28 KB)

Additional Information: [full citation](#), [abstract](#), [references](#)

In this paper, we describe the design and implementation of a distributed operating system for sensor networks. The system simplifies the programming of ad hoc networks and extends total system lifetime by managing nodes as a single virtual machine. It automatically and transparently partitions applications into virtual machines and dynamically finds them a placement on nodes within the network to reduce energy consumption and prolong the network's lifetime. This paper describes our proposed system ...

**6 Special issue: AI in engineering**

 D. Sriram, R. Joobani

April 1985 **ACM SIGART Bulletin**, Issue 92

**Publisher:** ACM Press

Full text available:  pdf(8.79 MB)

Additional Information: [full citation](#), [abstract](#)

The papers in this special issue were compiled from responses to the announcement in the July 1984 issue of the ACM SIGART newsletter and notices posted over the ARPAnet. The interest being shown in this area is reflected in the 120 papers received from over six countries. About half the papers were received over the computer network ...

**7 Storage protocol designs: A study of iSCSI extensions for RDMA (iSER)**

 Mallikarjun Chadalapaka, Hemal Shah, Uri Elzur, Patricia Thaler, Michael Ko

August 2003 **Proceedings of the ACM SIGCOMM workshop on Network-I/O convergence: implications for storage and memory**

**Publisher:** ACM Press

Full text available:  pdf(281.32 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index term](#)

The iSCSI protocol is the IETF standard that maps the SCSI family of application protocols onto TCP/IP. The iSER protocol is a standard for the convergence of storage traffic onto standard TCP/IP fabrics. The ability to efficiently transfer and receive storage traffic over standard TCP/IP networks is crucial for this convergence of the storage traffic. The iWARP protocol suite provides a standard for the convergence of memory access (RDMA) semantics over TCP/IP networks and enables efficient memory-to-memory transfers over standard TCP/IP fabrics. This paper studies the ...

**Keywords:** DA, DDP, DI, Datamover, MPA, RDMA, RDMAP, SCSI, Verbs, iSCSI, iSER, iWARP

**8 A structural view of the Cedar programming environment**

 Daniel C. Swinehart, Polle T. Zellweger, Richard J. Beach, Robert B. Hagmann

August 1986 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 8, Number 3

**Publisher:** ACM Press

Full text available:  pdf(6.32 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index term](#)

This paper presents an overview of the Cedar programming environment, focusing on its overall structure and major components. Cedar is a programming environment that provides a single programming language, also called Cedar. Its primary purpose is to increase the productivity of programmers by providing a high-level language and a set of tools that support the development of software for personal computers. The Cedar environment ...

**9 A sliding-agent-group communication model for constructing a robust roaming environment**

Chung Fan Liu, Chyi Nan Chen

February 2003 **Mobile Networks and Applications**, Volume 8 Issue 1

**Publisher:** Kluwer Academic Publishers

Full text available:  pdf(334.33 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index term](#)

In this paper, a model called SAGCoM (Sliding-Agent Group Communication Model) is proposed for roaming environment over Internet. SAGCoM is based on the concept of agent and group communication of agent reduces the coupling of two connected individual networks, so that the error occurred in one propagate to the other one. The operation of different communication adapters (also called tiers) is integrated through the operation ...

**Keywords:** fault-tolerant, mobile agent, wireless Internet, wireless communication

**10 Defending wireless infrastructure against the challenge of DDoS attacks**

Xianjun Geng, Yun Huang, Andrew B. Whinston

June 2002 **Mobile Networks and Applications**, Volume 7 Issue 3

**Publisher:** Kluwer Academic Publishers

Full text available:  pdf(313.57 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index term](#)

This paper addresses possible Distributed Denial-of-Service (DDoS) attacks toward the wireless Internet, the Wireless Extended Internet, the Wireless Portal Network, and the Wireless Ad Hoc network. We propose a model for defending against DDoS attacks on the wireless Internet, which incorporates both communication and economic incentive mechanisms built on usage-based fees. Cost-effectiveness is evaluated and an illustrative implementation scheme is presented ...

**Keywords:** DDoS attack, PBN, wireless ad hoc network, wireless extended internet, wireless Internet, wireless portal network

**11 Technical reports**

 SIGACT News Staff

January 1980 **ACM SIGACT News**, Volume 12 Issue 1

**Publisher:** ACM Press

Full text available:  pdf(5.28 MB)

Additional Information: [full citation](#)

**12 Practitioners report: The parks PDA: a handheld device for theme park guests in squeak**

 Yoshiki Ohshima, John Maloney, Andy Ogden

October 2003 **Companion of the 18th annual ACM SIGPLAN conference on Object-oriented systems, languages, and applications**

**Publisher:** ACM Press

Full text available:  pdf(488.82 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index term](#)

The Parks PDA is a lightweight, handheld device for theme park guests that functions as a computer and digital camera. Together with a small team of artists and designers, we created a prototype for a three hour guest experience, including a camera interface, a hyper-linked guide book, three-dimensional spotters guide, a cross-referenced map, animated movies with lip-synched sound, a ride reservation system. Over 800 visitors to Disney's Animal Kingdom used the PDA ...

**Keywords:** PDA, development environment, end-user software, handheld device, multimedia and software development

**13 JRes: a resource accounting interface for Java**

 Grzegorz Czajkowski, Thorsten von Eicken

October 1998 **ACM SIGPLAN Notices, Proceedings of the 13th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications OOPSLA '98**, Volume 33 Issue 10

**Publisher:** ACM Press

Full text available:  pdf(2.01 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index term](#)

With the spread of the Internet the computing model on server systems is undergoing several important changes. Recent research ideas concerning dynamic operating system extensibility are finding their way into the server domain, resulting in designs of extensible databases and Web servers. In addition, both ordinary and distributed systems are being extended to support the needs of the Internet ...

providers must deal with untrusted downloadable executable code of unknown origin and intent  
Java has emerged as the language of choice fo ...

**Keywords:** Java, extensible systems, resource management

**14 A public-key based secure mobile IP**

John Zao, Joshua Gahm, Gregory Troxel, Matthew Condell, Pam Helinek, Nina Yuan, Isidro Castine  
October 1999 **Wireless Networks**, Volume 5 Issue 5

**Publisher:** Kluwer Academic Publishers

Full text available:  [pdf\(255.65 KB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**15 DHT: OpenDHT: a public DHT service and its uses**

 Sean Rhea, Brighten Godfrey, Brad Karp, John Kubiatowicz, Sylvia Ratnasamy, Scott Shenker, Ion Stoica  
August 2005 **Proceedings of the 2005 conference on Applications, technologies, architecture and protocols for computer communications SIGCOMM '05**

**Publisher:** ACM Press

Full text available:  [pdf\(535.74 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index term](#)

Large-scale distributed systems are hard to deploy, and distributed hash tables (DHTs) are no exception. The barriers facing DHT-based applications, we have created a public DHT service called OpenDHT. It can be widely shared, both among mutually untrusting clients and among a variety of applications, without incurring significant performance challenges. First, there must be adequate control over storage allocation so that greedy or malicious clients do not take more than their fair share. See ...

**Keywords:** distributed hash table, peer-to-peer, resource allocation

**16 IP Easy-pass: a light-weight network-edge resource access control**

Haining Wang, Abhijit Bose, Mohamed El-Gendy, Kang G. Shin  
December 2005 **IEEE/ACM Transactions on Networking (TON)**, Volume 13 Issue 6

**Publisher:** IEEE Press

Full text available:  [pdf\(721.97 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index term](#)

Providing real-time communication services to multimedia applications and subscription-based services requires that sufficient network resources be reserved for real-time traffic. However, the reservation mechanism is susceptible to resource theft and abuse. Without a resource access control mechanism that can distinguish legitimate real-time traffic from attacking packets, the traffic conditioning and policing enforced by the Provider (ISP) edge route ...

**Keywords:** network QoS, resource access control

**17 Data base directions: the next steps**

 John L. Berg  
November 1976 **ACM SIGMOD Record , ACM SIGMIS Database**, Volume 8 , 8 Issue 4 , 2

**Publisher:** ACM Press

Full text available:  [pdf\(9.95 MB\)](#)

Additional Information: [full citation](#), [abstract](#)

What information about data base technology does a manager need to make prudent decisions about data base technology? To provide this information the National Bureau of Standards and the Association for Computing Machinery established a workshop of approximately 80 experts in five major subject areas. The five subject areas are: data base technology, government regulations, standards, and user experience. Each area prepared a paper for these proceedings. The proceedings contain 15 papers.

**Keywords:** DBMS, auditing, cost/benefit analysis, data base, data base management, government regulations, management objectives, privacy, security, standards, technology assessment, user experience

**18 An open architecture for next-generation telecommunication services**

Gregory W. Bond, Eric Cheung, K. Hal Purdy, Pamela Zave, J. Christopher Ramming

An open (in the sense of extensible and programmable) architecture for IP telecommunications comprehensive strategy for managing feature interaction. We describe our experience with BoxOS, a telecommunication platform that implements the DFC technology for feature composition. We propose problems, common to all efforts in IP telecommunications, of feature distribution, interoperability and management. We also explain how BoxOS addresses many deficiencies ...

**Keywords:** Component architectures, Intelligent Network architecture, Session Initiation Protocol, feature interaction, instant messaging, multimedia systems, network addressing, network interconnection, optimization, network protocols, service creation

**19** [Terminating telephony services on the internet](#)

Vijay K. Gurbani, Xian-He Sun

August 2004 **IEEE/ACM Transactions on Networking (TON)**, Volume 12 Issue 4

Publisher: IEEE Press

Full text available:  pdf(544.74 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index term](#)

We propose a general purpose service architecture for realizing services which start in the Public Network (PSTN) but terminate and execute on the Internet. We discuss the needs for such services in this direction which lead to prototyping certain benchmark services, and the current state of the art. We demonstrate the feasibility of the architecture by focusing on services which involve wireline and wireless aspects (2 G, ...).

**Keywords:** HTTP, SIP, internet, public switched telephone network(PSTN), services, wireless, voice

**20** [A system for authenticated policy-compliant routing](#)

Barath Raghavan, Alex C. Snoeren

August 2004 **ACM SIGCOMM Computer Communication Review , Proceedings of the 2004 Conference on Applications, technologies, architectures, and protocols for computer communication '04**, Volume 34 Issue 4

Publisher: ACM Press

Full text available:  pdf(219.77 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index term](#)

Internet end users and ISPs alike have little control over how packets are routed outside of their network. This limits their ability to achieve levels of performance, reliability, and utility that might otherwise be attainable. While there have been proposed a number of source-routing techniques to combat this limitation, there has thus far been no way for independent ASes to ensure that such traffic does not circumvent local traffic policies, nor to accurately identify the correct party to charge ...

**Keywords:** authentication, capabilities, overlay networks, source routing

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